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** NEXT MEETING **
SATURDAY, JULY 21, 1984
ARMBRUSTER SCHOOL - GLEENDALE

MEETING ADGENDA

2:00 PM ,,,,,,,,,,, Assembler Language SIG meeting
This month this SIG group will have a help session for assembly language programers. Bring your assembler programing problems for help. Erik Hanson is chairman of this group.

2:00 PM .... Telecommunications Workshop
Modems, telecommunications software, bulletin boards and online computer services will be the topic of this month's workshop.

3:30 PM .... Business meeting

4:00 PM .... Glenn Grogen, operator of SUE, (Serious Users Exchange), will be our speaker this month. Glenn will present a program on 'SUE'.

The KIDS KORNER and libraries will be open at 2:30 PM. The libraries will be closed during business meeting and the programs.

** JULY CALENDAR **

July 19st   7:30 PM   Board meeting
                        Chris Stieber's home
July 21st   2:00 PM   MILATARI meeting
                        Armbruster School
July 25th   8:00 PM   ATR8000 - CP/M SIG meeting
                        Don Wilcox's home
July 26th   7:30 PM   MILATARI meeting
                        Waukesha State Bank

PRESIDENT'S_RAM
by Gary Nolan

NOW LET ME MAKE THIS PERFECTLY CLEAR........

OK! Some of you are a little confused about the upcoming meetings in Waukesha. This is not a separate group, just a second meeting date for Milatari. All members are welcome to attend either or both meetings. We will have copies of both cassette and disk public domain libraries on hand, and we'll try to get the publications library out there too. We'll have to wait to see what kind of turnout we will have before we decide on meeting content, as it affects demos and other special events, but for now we'll try to have much the same at both. So now you know what's up and can plan for one or the other meeting dates.

ONE MORE TIME... Milatari West will meet on July 26th, 7pm in the Community room of Waukesha State Bank. The bank is at 100 Bank St. in downtown Waukesha. Entrance to the Comm. room is in the center of the building on the street side. If you need better directions than that, give me a call.

IIIIIIITTTTTTSSS PARTY TIME!!

Jim Luty made the observation the other day that we've never had any social functions as a group. Nobody ever stepped forward to set up the much talked about club picnic and/or help put together anything. Until now that is. Jim has volunteered to put together a picnic for Aug. or Sept., or to set up something along the lines of a bowling party OR anything else you might like to try. BUT, he'll need a couple of members to help him out. A picnic for August would take the place of the regular meeting and would be a nice way for all the members and their families to get out and have some FUN. In order to have a picnic we would have to start planning right now. You say you'll help? I'll wait while you call Jim......What? Oh yea! His number is 421-3135.

You back? Good. Now we all we have to do is wait until the July meeting to find out where the party will be. Right? Right! (I hope)

MY GRAMA, WHAT A BIG NEWSLETTER YOU HAVE

The Computer User Federation, CUF, is moving ahead with plans for a joint newsletter project between some of the user groups in this area. (Milatari is going to be one of those groups.) To this end CUF will be holding a meeting of some of the NL people from interested groups on July 10th. If you are interested in helping with this project, or with the Milatari newsletter (and allow Dave some time to work on this) give Dave or myself a call. As is the case with something of this size, lots of hours are involved. The more people who help the less time each person spends with it. This joint newsletter should have four or five groups to start with and could grow to a small magazine if all the groups contribute. First issue should be ready in September or October. More information at the meeting.

READ ANY GOOD BOOKS LATELY?

Three good books went into the library last month, two Basic programming books and the ANTIC Anthology- Vol.1. One of the basic books was Basic Atari Basic, published by Hayden Book Co. and written by James Coan and Richard Kushner. Dick is the president of the New Jersey Atari group, JACE, which is one of the biggest groups in the country. This is one of the best Atari programming books yet. I like to see a lot of program listings in books that are trying to teach, and this one has 'em. It's a good sized book with 261 pages not counting the eight appendixes that cover the standard things like memory locations, error codes and ATASCII char. codes. They also cover non-usual subjects such as basic "bugs" and an explanation of some of the features of the "XL" computers. The book itself has two non-usual features in its

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layout. Each section ends with a summery of what was covered and problems for you to solve to help reinforce what was covered. Each chapter ends with a "Programmers Corner" that helps you bring these commands and functions together in a workable form. The book retails for $14.95 and will be a valuable addition to any Atari owners library.

And while on the subject of books, I found some good, inexpensive reference guides for you ATR-CP/M people. There are six altogether that cover Wordstar, VisiCalc, SuperCalc, CP/M and two for dBase II users. The first is for using dBase and the other is for programming dBase (there is a difference). They're called Fast Reference Guides and are about 25 to 40 pages long. They are published by Hayden Book Co. and retail for around $4 but we were selling them at the CP/M SIG meeting for $3. I still have some left and will have them at the July meeting.

I WAS THERE, WHERE WAS YOU?

On a beautiful summers night in June (before the rains came) the CP/M SIG got together at Don Wilcox's house for it's second meeting. About half of the first timers showed up and saw short demos of SWP's enhanced Ver. 2.2 CP/M and a new 80 col. cartridge for use with the ATR. This cart allows you to select one of three cursors, blinking, steady or invisible. It also lets you control screen intensity, and even lets you reverse the screen image (black letters on a bright background), which is easier for me to read. Its characters are a tad better formed and have true decenders. You can control the scrolling between fine and regular (course), the fine really looks good. The last feature allows you to redefine any character on the keyboard. It may not sound like much now, but when you run some of the CP/M programs you would be able to set-up function keys for certain routines. The cart also lets you hook up either a joystick or

trackball for cursor control. Think of the trackball as an upsidedown mouse (or vice-versa), and you see the possibilities.

We also put six disks into the public domain library and will add more when Jim Luty gets the "squeezed" program disks "unsquoozed" (or is it unsqueezdid?). At next months SIG meeting we will cover the tricky problem of hooking up a modem to an ATR. From the calls I've gotten it has caused many of you some trying times. So if you're having trouble with this, come on down to the next meeting.

Time/place -- July 24th, 8pm at Don Wilcox's home.

OH NO!!! NOT A VIC-600 OR 64XL?

(Or I didn't think it would take long this to come around)

I've been WAITING for this to be said or happen (take your pick) for about six months. But RUMOR has it that at this very moment (June 30, 1984) in New York City, Warner Communications is trying to sell Atari to none other than Jack Tramiel. Jack WHO? Jack Tramiel! He's the man who almost single handlely built Commodore into a BILLION dollar company and ran TI out of the "home" market AND gave the world the only known, living, Atari 800 "clone", in the 64. And if he could make a Billion with a clone, just think of what he could do with the "real" thing. OK all you Commodore people, calm down, don't take it to heart. Anyway, if the rumor is a valid fact you may see Price Wars Pt. II at your local stores in short order. Or at least some REAL marketing of Atari computers, rat quick.

Well, the RUMOR was indeed fact. Before I could even finish this article it was announced that Warner had sold the computer and home video portion of Atari to a company headed by Jack Tramiel. Warner will keep the coin-op division and the AtariTel division. No mention was made of the Atarisoft product line. The new company will be called Tramiel

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Technology Ltd. Price was around $250 million, plus Warner has the option to buy common stock, up to 32%, in the new company at a later date.

Gentleman Jim Morgan is expected to be replaced along with about 800 or more workers, if a "reliable source" is correct. Mr. Tramiel will move fast with his plans and is expected to push Atari's home computer line rather than follow Morgan's plan to make the video game unit the main line product. Tramiel's re-entry into the home computer market pits him against Commodore the company he helped found 25 years ago and brought to a billion dollar level. There may not be the "fast gun" showdown that many expect. Rumor has it that Tramiel plans to go into the office market with a low cost, high featured unit. Maybe a poor mans Macintosh? This should not be seen as the end of the Atari computers. AS I said before we may see some REAL marketing done on them now.

CONTACT WITH SUNNYVALE

(OR: Good News / ??? News (Maybe))

First the good news. If you've been bemoaning the loss of APX because it was the only source for a printer driver for Atari-Writer, moan no more. You can still purchase it from Atari by calling 1-800-538-8543. The current version is Ver. "D" and has drivers for the following printers: Atari 1020 & 1027, Epson MX-RX-FX 80/100, Gemini 10 and 10X, IDS 480, NEC 8023, C.Itoh 8510 and the Okidata 92A.

When Atari cancels a program or closes a department the first thing they do is to move the head of that department/project to someplace else in the company, bring in another person to "head" it up and after a short time they drop the AX. It happened with APX, AtariTel, David Kay, Chris Crawford and many other people and projects. And so it is with a sense of foreboding that I pass on the following news. Mark Cator and Earl Rice have

left what was called The User Group Support Division and have been replaced by Wendy Weintraub, who is the Coordinator for the Atari Computer Enthusiasts Support Program. While this may be nothing more than a change in personnel, you still keep listening for the THUD. And now with Atari being sold, you don't know what the new owners will keep and what they'll toss. We'll have to wait and see.

BOOK 'EM DANNO

Everybody grab your August issue of Antic (you do have one don't you?) and look for the article by Don Wilcox. Hint: It's on page 48. Now read it carefully there will be a test later. The article is titled "Logic According to Boole" and has to do with Boolean algebra. Don even worked in a plug for Milatari at the very end of the article. Thanks and good going Don!!

GET BACK!

(Issues, that is)

While at CES we stopped to talk to the people from ROM magazine, had a pleasant chat. Well today we received some four back issues along with an offer for 10% off the subscription rates for a group of thirty or more. The back issues will be in the library.

IF YOU'VE GOT IT, FLAUNT IT!!!

(Or at least show it off....a little)

Q: If you'd like to tell people that you were a member of Milatari without saying a word, how would you do it?

A: Carry a sign? No, but close.

The real answer is to wear it on your shirt. And if you'd like the "official" tee-shirt of the '84 Milatari then show up at the July meeting. If the artwork is finished on time we will have samples and be taking orders for Milatari shirts, caps and patches at the next meeting. At the present time prices look pretty good.

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TOTE THAT BARGE, LIFT THAT BAIL.....
This months workshop will be on tele-communications. So bring your modems and favorite software to show the rest of the group. Pete Kurth the Milatari Sysop will explain the BBS. As a guest speaker for the main meeting we will have Glen Grogen from the SUE BBS to explain that system and to make a special subscription offer. Plan to attend this meeting if your into modeming.

NOT BY THE HAIR ON MY CHINNY, CHIN, CHIN
Well the big BAD wolf is at my door. Yes Dave even makes house calls to make sure that I turn in my articles on time.
See you on the 21st...............
Here Dave, now can I finish my supper????

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Minutes of Executive Board Meeting
June 14, 1984

In attendance:
    Gary Nolan, President
    Chris Stieber, Vice President
    Steven Tupper, Treasurer
    Linda Scott, Secretary
    Dennis Bogie, Membership
    Dave Frazer, Newsletter
    Marcus Hagen, Publications Librarian
    Peter Kurth, SYSOP
    Carl Mielcarek, Disk Librarian

Item #1: Approved
Committee appointments

Item #2: Approved
    One members-at-large will be invited to each executive board meeting. Said member will select two other members-at-large to attend the meetings. These members will have voting privileges at that particular meeting. These members will rotate from one meeting to another.

Item #3: Tabled (Sept. mtg.)
Change in by-laws

Item #4: Approved
One-time change in distribution of proceeds from Basic classes.

Item #5: Approved
Lower prices of disks and offer specials with purchase of library disks.

Item #6: Approved
Pay $30 for sponsorship and booth at TariCom in Lansing, Mich.

Item #7: Tabled
Study ways of increasing communication with computer stores.

Item #8: Passed
Mail verification of password for non-Milatari members using BBS.

Reports:
Publications Librarian: Bar code will be put on membership cards and books and magazines.

Newsletter: Deadline for newsletter is the 1st of the month.

Submitted by Linda Scott

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WHEN_DO_YOU_NEED_TO_HIRE_A_CONSULTANT?

by Thomas M. Krischan
TECHNIMETRICS COMPUTER CONSULTING
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Big Bend, WI 53103
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INTRODUCTION. When do you need to hire a consultant? Before we can answer that question, we need to define the terms CONSULTANT and HIRE. Not everyone posing as a consultant is one. Ask the consultant what they do to earn their living. If they respond that they sell a variety of products for ABC store, then they're a salesperson, not a consultant. If they work for XYZ manufacturer, then they're a factory representative, again not a consultant. But if they say that they earn their pay from consulting with clients, then you found a consultant! Why don't you want to consult with a salesperson or a factory representative? Because they're biased. They push only the products that they carry or manufacture.

CONSULTANT. Now that you've found a reputable computer expert, what will it cost you? That depends on what you want them to do. Consultants generally do one of three things:

1. Recommend new products or design computer systems after an in-depth analysis of your problem.

2. They configure, interface and patch your existing hardware and software together to run efficiently.

3. Author and produce original computer programs and documentation customed to the client.

HIRE. Consultants may be hired by three different methods or by a combination of each.

1. HOURLY RATE. This is the most common method of hiring. Consultants earn $35-75 per hour, on the average, and the client picks up any miscellaneous charges for supplies and expenses.

2. BID ON A PROJECT. The client knows ahead of time many of the details necessary to make their business run better. The project may consist of a report or computer program that is specified by the client for a lump sum amount. Projects are especially tailored to the needs and requests of the client. Even small projects tend to exceed several thousands of dollars in cost.

3. LICENSE FEE. By paying a license fee you get to use a generic report or program. It is not especially tailored to your individual needs but the fee us usually much less t5han for a project. If you use a consultant frequently, they will request that you pay a monthly retainer fee of $50 to $400 per month. For this fee you gain free access to the professional for consulting about issues which can be handled quickly and without research. Usually there is no charge for questions which can be resolved within twenty minutes for clients who paid the retainer. Likewise, reports and programs sold under license usually will include a monthly maintenance fee. This fee entitles you to free copies of updates as they are developed. It also entitles you to free consultation if you are having difficulty understanding or using the licensed product.

Its very common to see a combination of all three elements in a consulting contract.

KRISCHAN (con't)

CONCLUSION. Now, back to the original question of, "When Do You Need To Hire A Consultant?". The answer is probably never; and you heard this from a consultant (me). If your task is to buy a new microcomputer system you can gather a substantial amount of information just by talking with several salespersons and factory reps. Use the first salespersons pitch on a salesperson with a different product line, and then stand back and take notes. After a half dozen or so of these discussions you can begin to formulate your own opinion on what items or products offer the most value for the price. Try to contact a user of the product or better, a user group. Discuss the pros and cons with them. Now your ready to make that decision based upon your own fact finding experience. Remember though, if you've made a mistake somewhere in your analysis you will have no one to blame but yourself. This is when a hired consultant is convenient, when you don't wont to be personally responsible for the technical advice that your company is basing its decision upon. Or when you'd just prefer playing golf then to talking with a bunch of high pressure salespeople.

ABOUT THE AUTHOR

Thomas M. Krischan has been the sole proprietor of a small business since 1979. Over the past two years he has been teaching short courses at the University of Wisconsin - Milwaukee, and is a Professor of Computer Science at Carroll College. He has written dozens of magazine articles about microcomputers, a book chapter, and several nationally advertised computer programs. The most famous being "Valley Of The Kings", an adventure game that was rated as one of the top 100 games in 1982 by Softline magazine. He is also well known from his lectures about the industry and his hands-on microcomputer workshops.

SEEK_AND_FIND

This month we will continue testing you ability to spot 6502 Assembler Mnemonics.

DEC..Decrement memory by one
DEX..Decrement X register by one
DEY..Decrement Y register by one
EOR..Exclusive Or memory with accumulate
INC..Increment memory by one
INX..Increment X register by one
INY..Increment Y register by one
JMP..Jump
JSR..Jump to new location, but save return
     address
LDA..Load accumulator with memory

LDX..Load X register
LDY..Load Y register
LSR..Shift rigth one bit in either memory
     or accumulator
NOP..No operation
ORA..OR memory with accumulator
PHA..Push accumulator onto the stack
PHP..Push processor status onto the stack
PLA..Pull accumulator from the stack
PLP..Pull processor status from the stack

We will continue with the assembler Mnemonics next month

THE 19 HIDDEN WORDS ARE

DEC	DEX	DEY	EOR
INC	INX	INY	JMP
JSR	LDA	LDX	LDY
LSR	NOP	ORA	PHA
PHP	PLA	PLP	

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P S X F D H D S U O H U M Z D J W D C T L T Z U Z
E Q A L F O A A M Y I P Z H B M R H M D S L I R J
X L H J P C H B A N D I O H E N F A Q O K W B N R Z J R U
C Y I Z C S U K C V L B T W G L Y Y J R D C R Y Z U
Y W Y I N O L W E G Y C A A V L G P L P F R R H O
V V L N O U R I D A F A O H P Y J J V B F J P D W D
Q D B O C L I L A F A O H P Y J J V B F J P D G O E
M S E Q E U B I U W A W X N R S K A T H T Z O G A P
P M G S R T R O Y S Y V S Y J J Z Z K P C F P L A P
K R H T S I H F N D F Q U K K Q B F B R J D L Q T V
A D H W C Q I D Y D K U P V P A K X Z X M R F
U E D M V C S Y I L E X S U I I D G V I A Y T Y Z
E X H N D A N U Z Y K L A C R Y L V K N T F Z A
O W C F V Q Y U A J F U G P Q J B V C L D C X U A T
T X R N E H Q E E K V U Y E V B E U I K S U H Z T
T S Z Q B S U M M X Y B D D V E C O X F J
O O A Q N S O J Q J J D G J R R K F K O A H S C
Y T S W T M G X K X B L W I W S E W O C H C C
L E P E U C L P F I F G K C D M L Z T O T E Z D K
K Q G L U P V N O S I N M I Z O M G Y N I Z O K
O R A B Y W O C O P Z L P P I H M Y E O R B P E S Q
O O I D M O F H W F C N O P B Q O X X E L Z F S C
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BOOLEAN_OPERATORS

Boolean algebra is the logic that computers use in processing data. Boolean (named for George Boole, a 19th century British mathematician) logic can be used in networking sessions to make database searching more effective and efficient. The common Boolean operators for networking are:
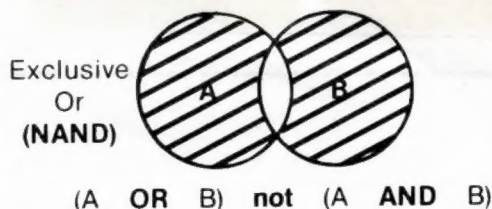

OR
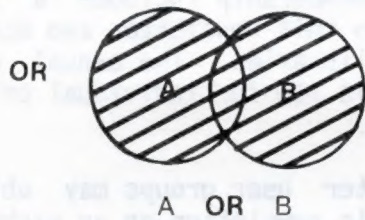
A OR B

The results will be all references to either A or B, including references containing both terms A and B.

AND
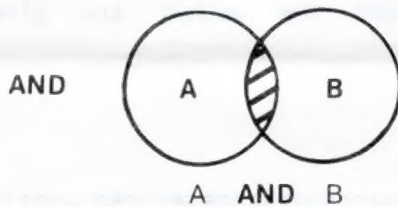
A AND B

Results will be all references having both terms A and B. This could be an empty set if there are no references available having both terms.

NOT

A NOT B
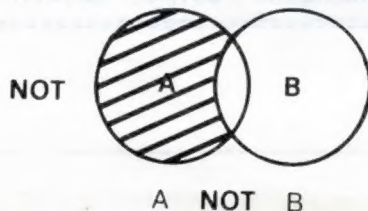
Results will be all references containing term A and not term B.

Exclusive Or (NAND)

(A OR B) not (A AND B)

Contains all references having terms either A or B, but not references having both terms.

Examples of how each of these can be used in databases are:

AND   Solar AND Energy
This will eliminate all mentions of energy except solar. This is used to narrow down a search to specific items.

OR   Grade OR Grade 8
This example gives broader coverage and will give all references identified for both grades.

NOT   Energy NOT Solar
These keywords and this operator will give references to all types of energy except solar.

XOR   Sodium XOR Chloride
This will give all references to both chemiclas except those references having both chemicals.

The order of the keywords does not matter when using these operators (except with the NOT command). Energy and solar will give the same results as solar and energy.

When using different Boolean operators, you must use parenthesis to separate terms, just as in algebra. When parenthesis are nested, the inner most set will be solved first. Again, as in algebra, there is no difficulty in using multiple operators, always break the terms into the individual terms you desire using algebraic logic and separate each search with parenthesis.

$$((2+3)+(4))=2+3+4$$
but
$$((2\times3)/4)<>(2\times(3/4)).$$

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Milwaukee Area Atari Users Club

MILATARI is an independent, user education group which is not affiliated with ATARI, INC. The newsletter is the official publication of MILATARI and is intended for the education of its members as well as for the dissemination of information concerning ATARI computer products.

MILATARI membership is open to individuals and families who are interested in using and programming ATARI computers. The membership includes a subscription to this newsletter and access to the club libraries. The annual membership fee is $15 for individual or $20 for a family.

Other computer user groups may obtain copies of this newsletter on an exchange basis.